FAHRENHEIT

quanticdream

ATARI

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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SLES-53540-ANZ

1 Player • Memory Card (8MB) (for PlayStation®2) : 187KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible

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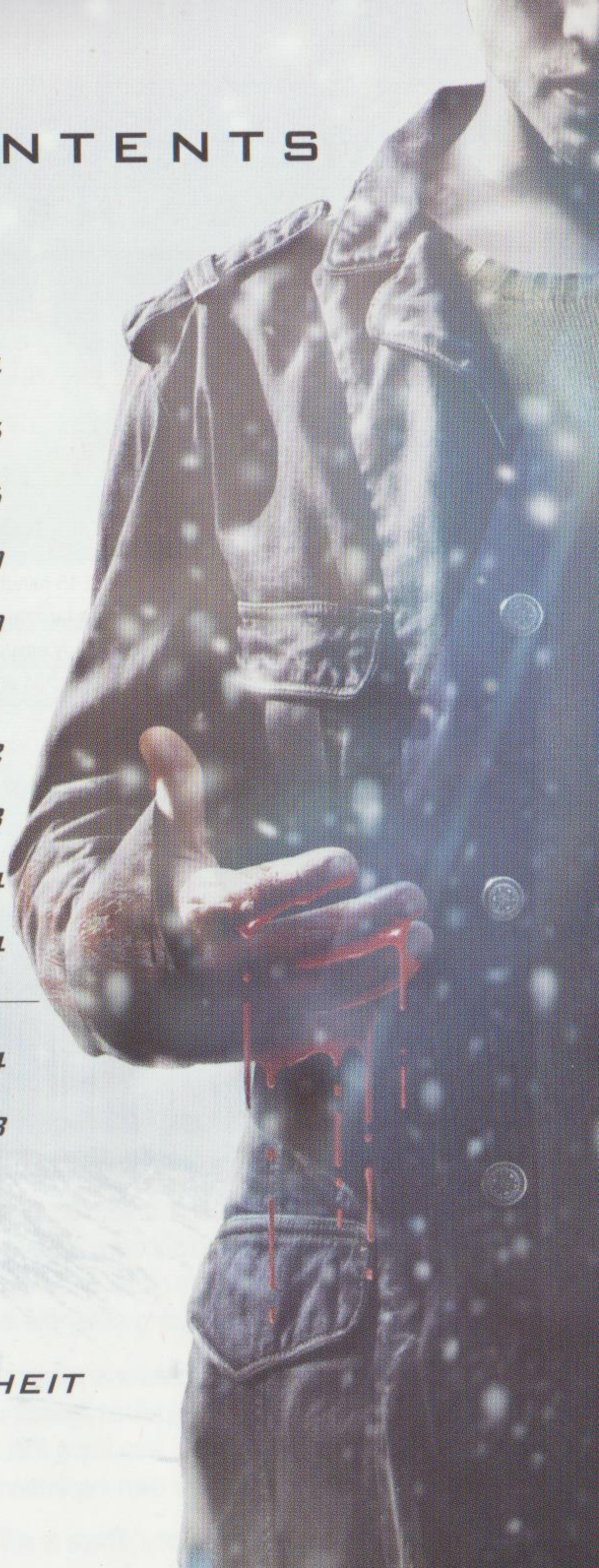


A WORD ABOUT FAHRENHEIT...

My desire to create video games dates back to the arrival of 3D real time. I remember how many possibilities suddenly opened up because of this new technology. I saw it as a new means of expression where the world could be pushed to its limits. It was my way of exploring new horizons.

I felt like a pioneer filmmaker at the start of the 20th Century: grappling with basic technology, but also being aware that there is everything left to invent - in particular a new language that is both narrative and visual.

To be honest, the ten years that followed didn't satisfy my hunger. I was under the impression that video games were only exploiting a tiny part of their amazing creative potential, because they concentrated on "Action" and totally neglected a fundamental element of all human experience – emotion. The technology, meanwhile, was moving much faster.

Fahrenheit is my contribution to the transformation of video games into a true form of expression that conveys emotion. The solutions I offer are not the only ones, but Fahrenheit's huge merit is that it asks real questions and offers concrete answers.

It shows how it's possible to create an interactive experience that is more than just killing monsters in corridors and shooting crates to find ammunition. It shows that it's possible to create experiences that are richer and deeper. It shows that it's also possible to tell a story and play a game without sacrificing either the interactivity or the narrative.

I hope you, as skilled or occasional players, will enjoy the experience that we have tried to create here. If you hold prejudices against video games, I hope that Fahrenheit will help you reconsider your judgment. I also hope that more people will be tempted to explore this new creative path, injecting their own inspiration, talent and ambitions.

Interactivity is still in its infancy. There is still everything left to invent.

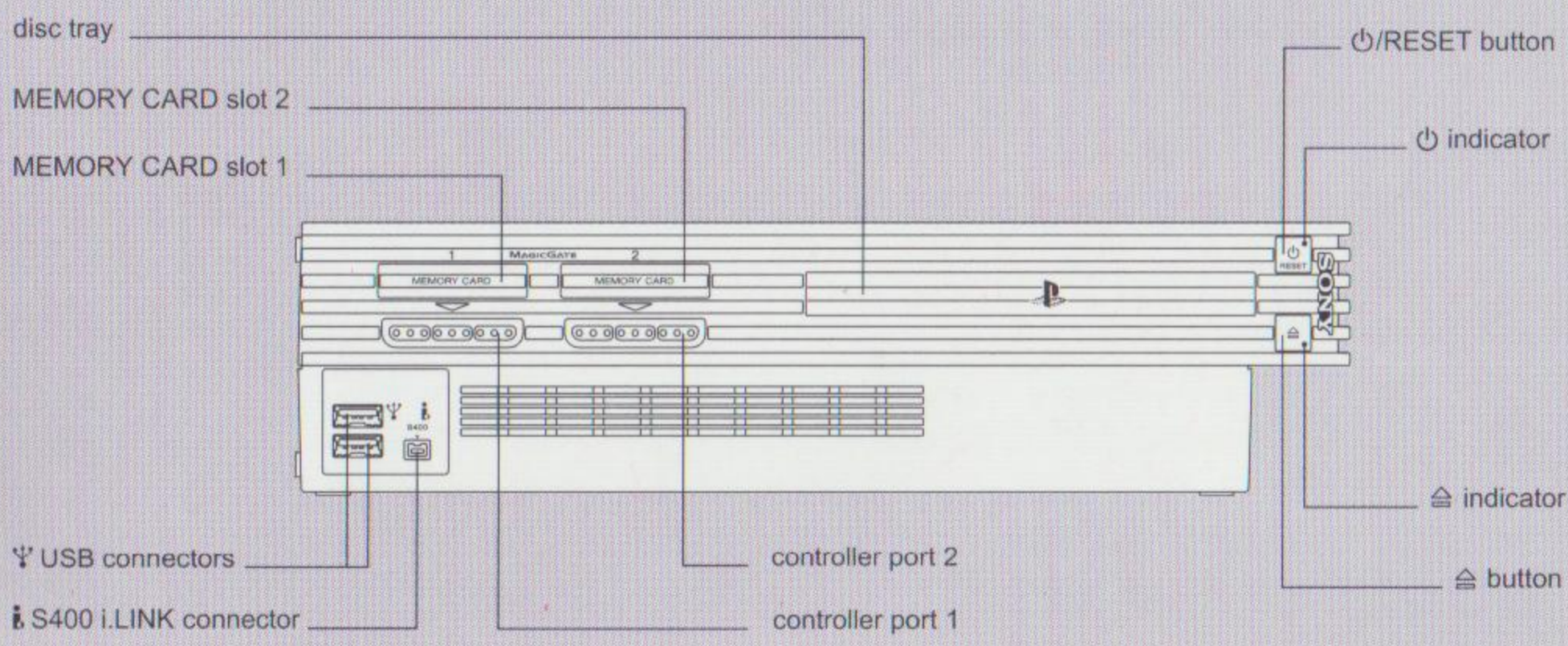
Fahrenheit has been a huge part of our lives these last two years and has proved to be a vast human and intellectual adventure for the whole Quantic Dream team, one that has forced us to question many of the principles that we previously took as read.

I will consider myself fortunate if, like the books, films, and songs that have made lasting impressions on you, Fahrenheit could leave some small trace too.

David Cage

GETTING STARTED

PlayStation®2 [front panel]



- Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual.
- Make sure the MAIN POWER switch (located on the back of the console) is turned OFF.
- Attach game controllers and other accessories as appropriate, before you switch your console ON.
- Insert your memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1, if you want to load or save a game. Fahrenheit requires 187KB free space on your memory card (8MB) (for PlayStation®2) to save your current game.
- It is advised that you do not insert or remove accessories once the power is turned ON.
- Turn the console ON at the MAIN POWER switch and press the ⏻ / RESET button.
- When the ⏻ indicator lights up green, press the ⏏ button and the disc tray will open.
- Insert the Fahrenheit disc on the disc tray with the label side facing up.
- Press the ⏏ button again to close the disc tray. Finally, press the ⏻ / RESET button again before commencing play.
- When the language select screen appears, please choose your desired language with the left analog stick or left directional button and the ⊗ button.

- When the Video mode screen appears, select either to test your television output, PAL mode or NTSC mode.
- Press the START button at the title screen, and then login using an existing Login or create a new Login.

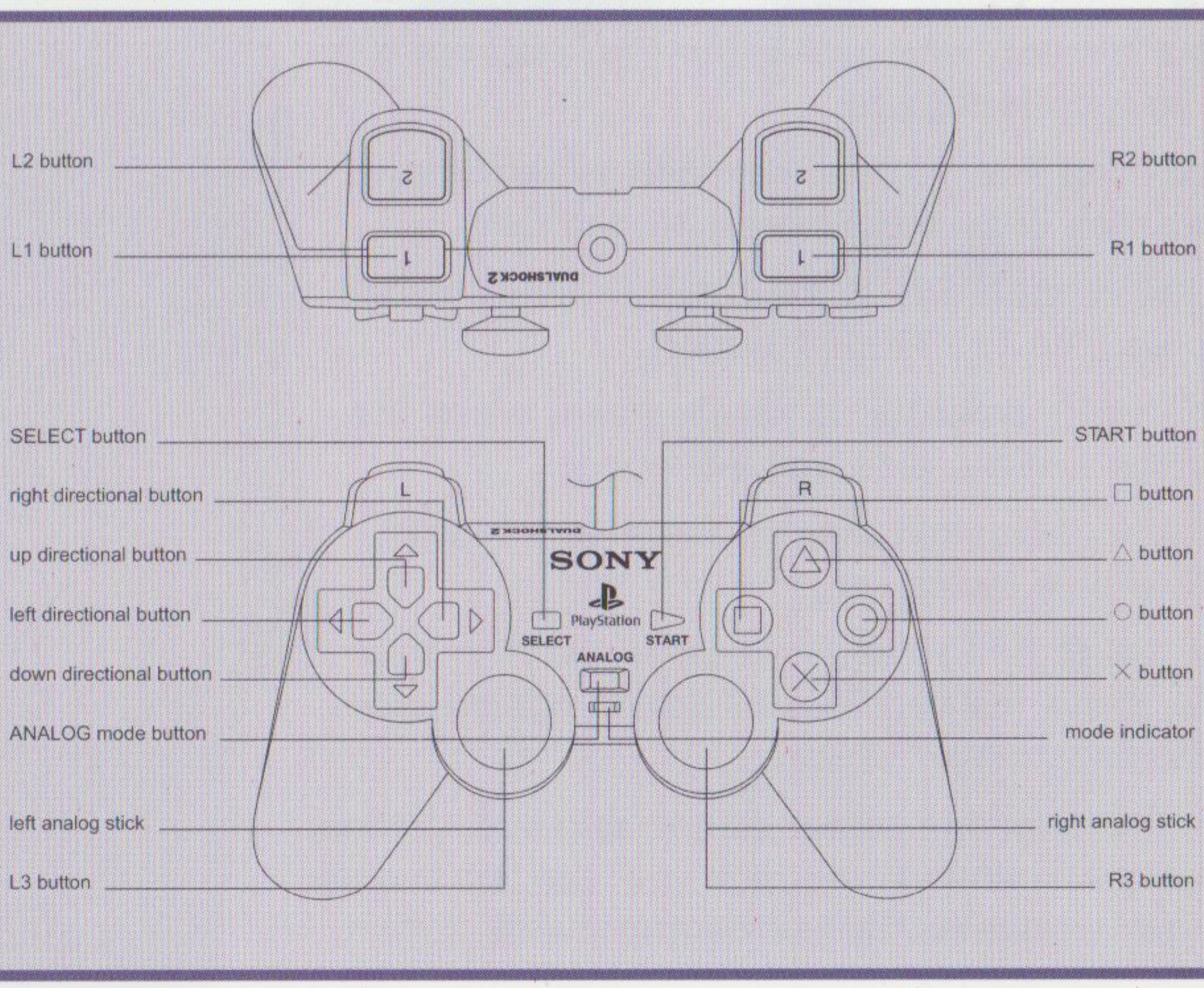
NOTE:

- **Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.**
- **Fahrenheit game uses an autosave feature.**
- **Fahrenheit game supports the analog controller (DUALSHOCK®2). The analog controller (DUALSHOCK®) and the digital controller are not supported.**

BEFORE STARTING A NEW GAME...

Fahrenheit is unlike other games you have played, and we suggest that you play through the Tutorial before you begin the main story. At the Main Menu, select New Movie and then select Tutorial. Follow the on-screen instructions to learn how to control the characters in Fahrenheit.

CONTROLS



MENU CONTROLS

directional buttons / left analog stick :
Highlight a menu item / change the settings

⊗ **button:** Select menu item

△ **button :** Cancel

GAME CONTROLS

directional buttons / left analog stick:
move character

right analog stick: swing camera / perform action

L1 button: Camera Switch

L2 button: Camera Reset (outdoor scenes only)

R1 button: Camera Switch

R2 button: First-person view

○ **button:** Display Mental State

⊗ **button:** Run

△ **button:** Character Switch

START button: Pause Menu

SELECT button: Display PDA

INTERACTING WITH ITEMS

When you move your character in front of an object or person, an action icon will sometimes appear at the top of the screen. The white line and moving red dot indicate the direction to move the right analog stick in order to perform an action. The red dot indicates the current position of the right analog stick.

TIPS :

When you move the right analog stick, you will be able to see the animation for that movement. Do it slowly to really feel the control of the motion.

INTERACTING WITH PEOPLE

If you choose to talk to another character, dialog options are presented at the top of the screen. Move the right analog stick in the direction indicated by the white line and moving red dot to select a dialog choice. The blue meter below the dialog choices represents the amount of time you have to choose your response. If you do not select anything to say before the blue bar disappears, the symbol on the left of the blue meter indicates what will happen: if there is a blue symbol on the left of the time bar, the game will make a default choice for you, if there is a red symbol, you will exit the dialog.

TIPS :

- **If you do not wish to enter in a dialog, don't make any dialog choices when the red symbol is displayed on the left of the time bar – this will quickly end your conversation**

Don't worry : you will never get stuck because you did not ask the right question or missed something in a dialog. The game always checks that you have the minimum amount of information you need to understand the story and continue. But if you don't play dialogs, you may miss some side information or even some scenes, so be careful.

- It is generally better not to let the game make a default choice for you, as it is generally not the most interesting or revealing choice that will be made.
- Dialogs are structured in a way to give a strong feeling of natural pacing and emulate the continuity of a real dialog. Key words appear as ideas cross your mind. You won't be able to ask all of the question options as the dialogue progresses, so think about what you are going to ask.

ACTION CONTROLS

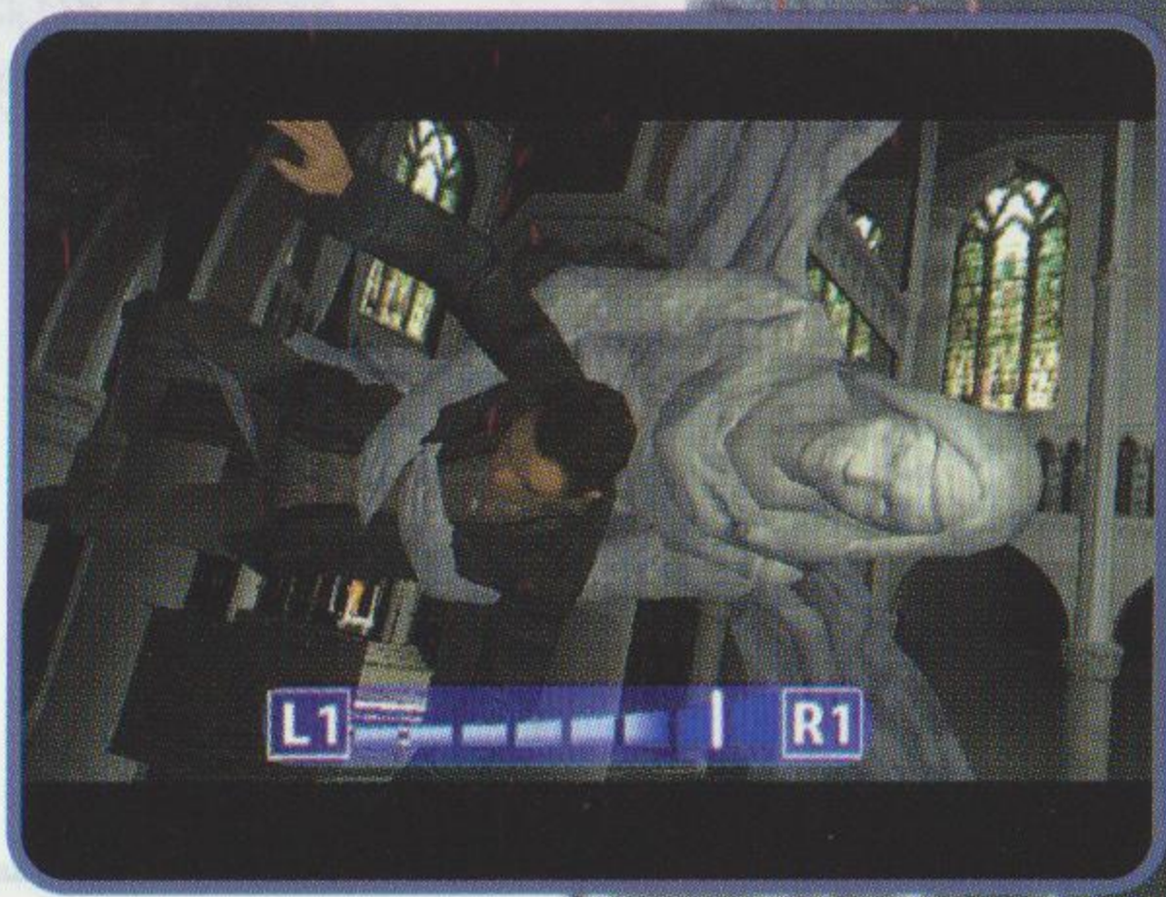
During an action sequence, two coloured rings appear in the middle of the screen, corresponding to the directions of the left analog stick or right analog stick. Make the corresponding moves as quickly as they appear on screen, in order to successfully complete the sequence

When you see this icon on screen, push the left analog stick and/or the right analog stick in the directions indicated.

TIPS :

- You can modify the difficulty level of the Action Sequences by selecting the Options Menu and changing the setting "Difficulty Level" to "EASY", "NORMAL" or "HARD".

This symbol appears on screen each time strength or stamina is involved. When you see this icon on screen, press the L1 button and the R1 button alternately as fast as possible. The quicker you are, the faster the animation will be played.



TIPS :

- In some specific places in the game, slight variations of this interface may occur, as your task changes to keeping the pointer in the middle by pressing L1 button and R1 button. You will be warned on screen before this variation occurs.

SAVING AND LOADING

When you start the game for the first time, you are requested to enter a Login, which will constitute the name of your saved game.

Your progress through the game — including unlocked story chapters and bonus points — will be automatically and transparently saved on your memory card (8MB) (for PlayStation®2) each time you see a red icon in the upper right corner of the screen, provided you have not disabled the AutoSave feature in the Options Menu. You must have a memory card (8MB) (for PlayStation®2) with 187KB of free space in MEMORY CARD slot 1 in order to start a new game.

When you select Continue from the Main Menu, the game will load from the last save point of the current Login.

To load a new Login, select Options at the Main Menu and then select Login Screen. You will be prompted to select a Login or create a new one.

You can create up to 6 Logins, provided you have enough space on the memory card (8MB) (for PlayStation®2). If not, a prompt message will inform you.

THE STORY

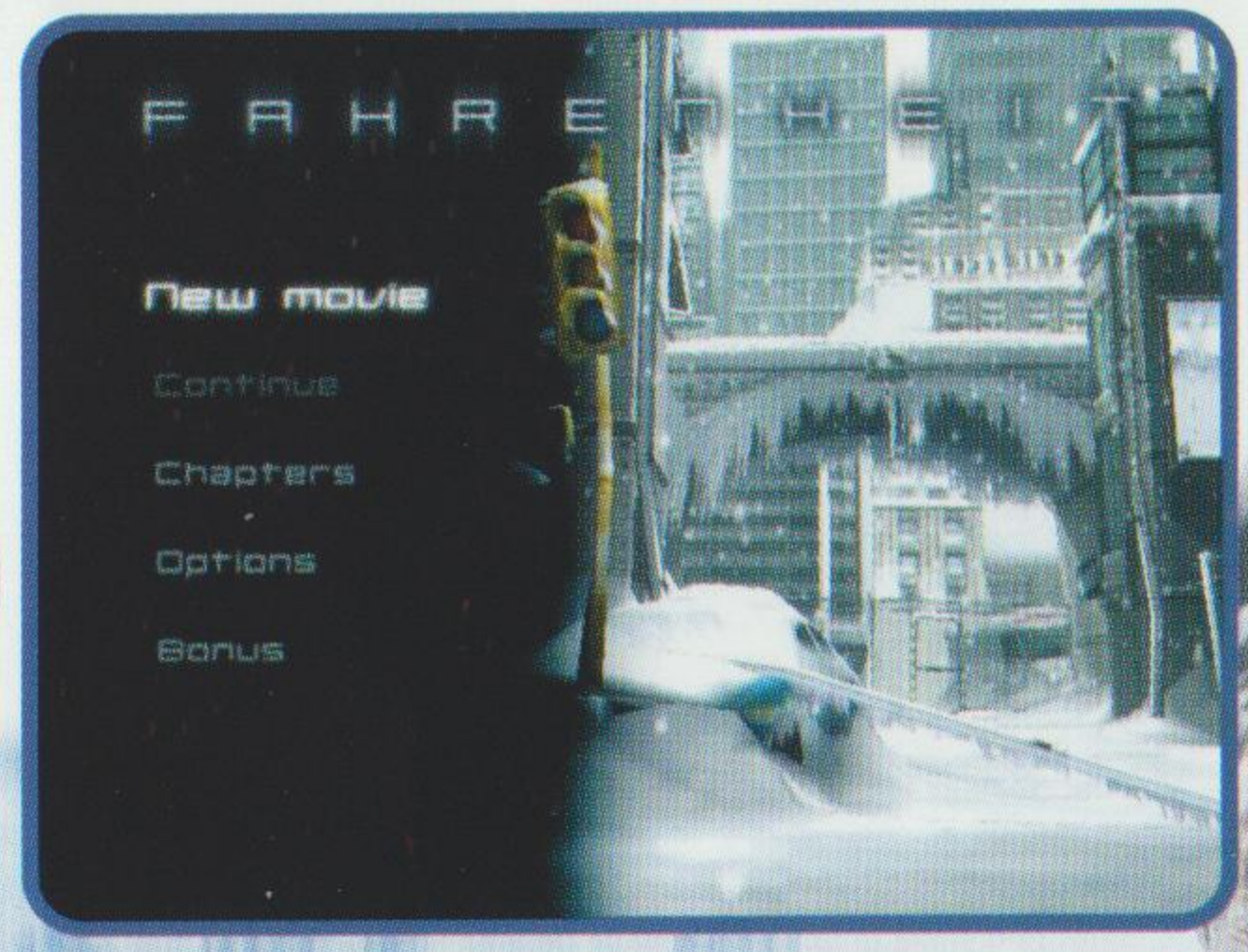
Fahrenheit begins as you witness an unspeakable crime. However, unlike most murder mysteries, the criminal's identity is no secret. In fact, you should quickly figure out how to cover your tracks and get away. The ample evidence points directly to you as the murder suspect.

You know that you are not consciously guilty, but you also know you were holding the murder weapon as you came out of your murderous trance. Now you must somehow discover the truth before the cops find you or you simply lose your mind.

Stories are always better when told from more than one perspective. In Fahrenheit, you also play as two NYC detectives assigned to the murder. It looks like a psycho killer went off and left lots of evidence behind in the process. But it's clear that something isn't right. Can you figure out what it is and stop the serial killings?

There are many ways that the Fahrenheit story can be told and end. The decisions you make as the characters you play will steer the movie through one of these paths. You are encouraged to experiment with different responses, actions and outcomes.

MAIN MENU



Use the directional buttons or left analog stick to highlight an option, and press the ⊗ button to select it.

NEW MOVIE

Load the Tutorial or play Fahrenheit from the opening scene.

CONTINUE

Continue the game from the last save point for the current Login.

CHAPTERS

As you complete chapters in Fahrenheit, they are unlocked and available for replay here. Select a chapter and press the ⊗ button to replay it. You will have the option of not saving your progress, playing with a New Login, or overwriting your saved progress for the current Login. Press the R1 button to page ahead; press the L1 button to page back.

OPTIONS

Modify game options (see "Options Menu" on page 12).

BONUS

As you play the game, you will discover Tarot Cards that earn you Bonus Points. Spend your Bonus Points here to unlock concept art, movies, Making Of material, exclusive scenes and more.

OPTIONS MENU

Choose Options from the Main Menu to adjust various game settings. Press the up or down directional button to highlight an option. Press the ⊗ button to go to that option sub-menu.

AUDIO

Global volume – Set the overall game volume.

Music volume – Set the music volume.

Voices volume – Set the volume for character voices.

Effects volume – Set the volume for sound effects.

VISUAL

Screen Position – Press the ⊗ button to readjust how the game screen is positioned on your television. Press the directional buttons to reposition. Press the △ button to return to the Visual menu.

Display Type – Select NTSC or PAL display mode. NTSC allows for a faster, smoother screen update.

LANGUAGES

Change the subtitles or audio to your preferred language.

CONTROLS

Vibration Function – Toggle vibration function ON / OFF.

See Controls – View a diagram of the in-game controls.

Invert Camera – Set the invert camera ON or OFF.

PAR POSITION – Choose where the action sequences are displayed on screen.

LOGIN SCREEN

Press the ⊗ button to go to the Profiles screen. Select an existing Login to load or create a new one.

AUTOSAVE

Toggle the Autosave feature ON / OFF. This feature automatically saves your progress at regular checkpoints.

DIFFICULTY LEVEL

Select Easy, Normal or Hard. (Only affects the Action Sequences).

CHARACTERS

LUCAS KANE

Fahrenheit's main character – an average IT manager, who suddenly turns into a murderer. But Lucas knows he wasn't in control when he did it. All he can do is try to discover the truth before he gets caught by the police.

CARLA VALENTI

Nobody challenges Carla, the NYPD detective in charge of the Doc's Diner murder. Initially she puts the brutal murder down to the work of a psychotic mind. But the ritual pattern left behind makes her look further than the obvious suspect.

TYLER MILES

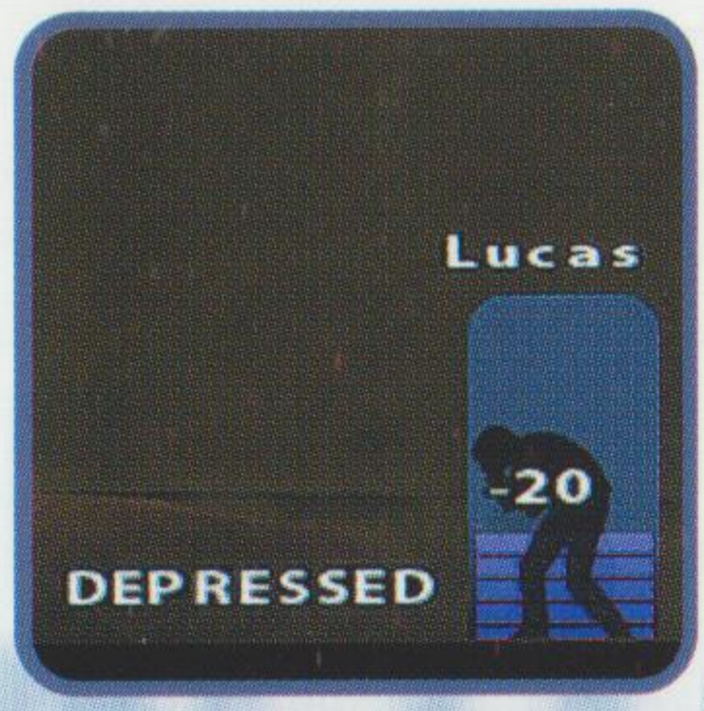
NYPD detective Tyler is troubled by his relationship problems and long working hours. He's more than ready to wrap up this case immediately. That is until Carla takes things one step further. This murder isn't going to be solved easily.

MARKUS KANE

Markus hadn't heard from his brother Lucas for two years. And now he comes to him with blood stained hands. As a priest he's torn between doing the right thing and his family ties. Is blood thicker than holy water?

MENTAL HEALTH

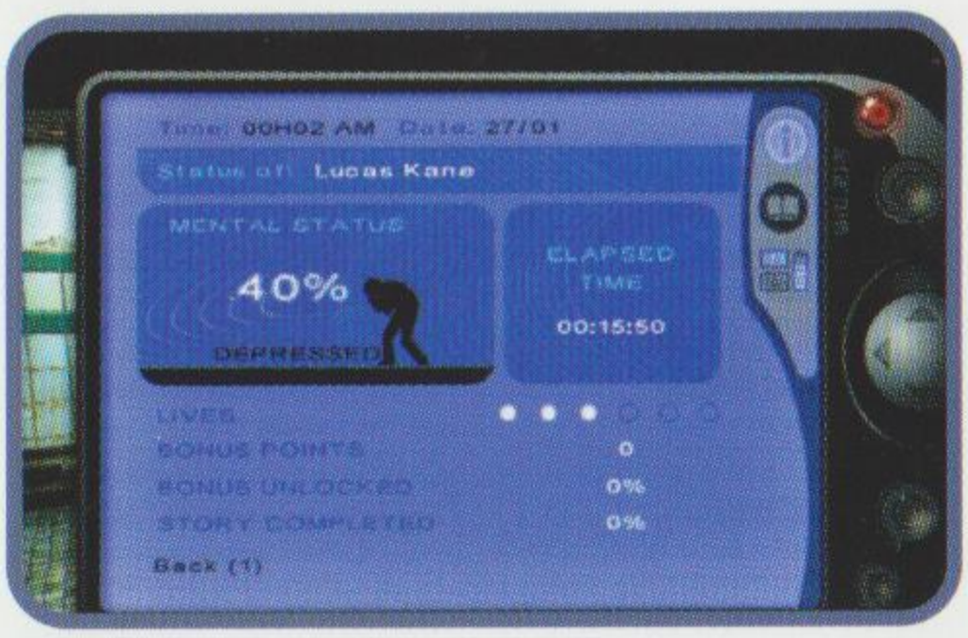
You will need to care for your characters throughout the game, as you have control of their Mental Health. Certain physical actions, some moral choices and relationships you have with other characters will affect your characters' mental health. When a character's mental health drops too low, it can lead them to depression or other negative outcomes.



TIPS :

- **Your Mental Health Status is displayed in the lower right corner of the screen, with a blue meter. This meter is automatically displayed each time your Mental Health changes. You can also display it manually at any time by pressing the ○ button.**
- **Regularly check the Mental Health of your character. If it goes too low, try to find a physical or emotional action that will help him/her to feel better and to avoid any unpleasant action or event.**

PDA (PERSONAL DIGITAL ASSISTANT)



Press the SELECT button to bring up a character's PDA. Move the right analog stick to switch between the Information and Character Log screens. The Information screen contains the following:

Mental Status: The state of the character's mental health. Try not to let it fall too low.

Elapsed Time: The amount of time you have been playing the movie with the current Login.

Lives: Some action sequences can injure or even kill a character. Each "FAILED" in a critical action sequence costs a life. If you run out of lives, the game is over.

Bonus Points: Certain actions and discoveries in the game earn you Bonus Points. You can use these to unlock concept art, movies and other goodies at the Bonus Menu.

Bonus Unlocked: The percentage of total Bonus Points that you've earned.

Story Completed: The percentage of the story that you've completed.

On the Character Log screen, press the up or down directional button to scroll through the current entry; press the left or right directional button to scroll through entries.

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My son Quentin, for all the hours, evenings, week-ends and holiday, we have not spent together. I promise I will never let that happen again. CHRISTOPHE RAMBOZ for his enthusiasm and clear thinking, without who this game would have never been made.PHILIP CAMPBELL for his talent, passion and enthusiasm, and all his inspiring crazy ideas.
Special Thanks

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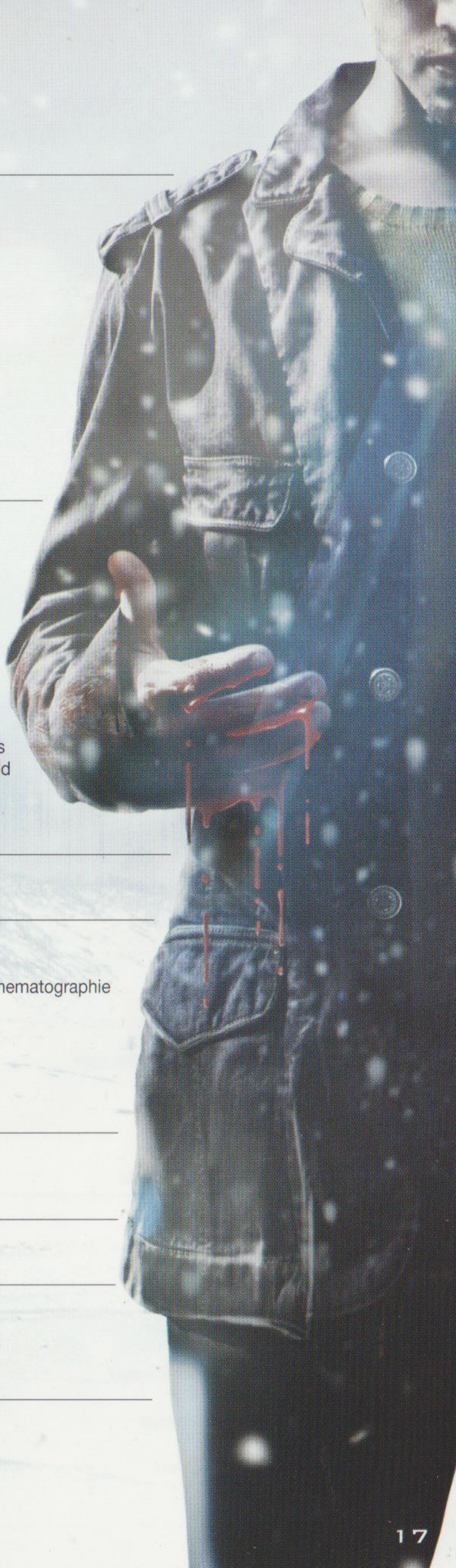

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BE THE ONE

THE MATRIX™ PATH OF NEO

18.11.05

PlayStation.2

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• Norge	+44 (0)161 827 8060/1 09:30 to 17:00 Monday to Friday (except Bank Holidays)		uk.helpline@atari.com
• Portugal	+34 91 747 03 15 de 2ª a 6ª, entre as 9:00 e as 17:00	+34 91 329 21 00	stecnico@atari.com
• Israel	+ 972-9-9712611 16:00 to 20:00 Sunday - Thursday	-	il.service@atari.com
• España	+34 91 747 03 15 lunes a viernes de 9:00h -14:00h / 15:00h-18:00h	+34 91 329 21 00	stecnico@atari.com www.es.atari.com
• Sverige	08-6053611 17:00 till 20:00 helgfri måndag till fredag	-	rolf.segaklubben@bredband.net
• Schweiz	Technische: 0900 105 172 Spielerische: 0900 105 173 (2,50 CHF/Min) Mo. - Sa. 14.00 - 19.00 Uhr		www.gamecity-online.ch
• UK	Hints & Cheats: 09065 55 88 95* *24 hours a day / £1 /min / inside UK only "You need the bill payer's permission before calling."	Technical Support: 0161 827 8060/1 09:30 to 17:00 Monday to Friday (except Bank Holidays)	uk.helpline@atari.com www.uk.atari.com

Wrong number?
As some changes might have been done after this manual went to print, you can still access to all updated technical support numbers at:

Come and join the community!
To register and get the most out of your new game, send e-cards to your friends, download wallpapers or get access to lots of other free stuff, visit us and choose a country at:

www.atari.com

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Customer Services Numbers

• Australia — **1300 365 911**
Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Österreich — **0820 500 535**
0.145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Belgique/België/Belgien — **011 516 406**
Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Danmark — **33 26 68 00**
Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• Suomi — **0600–411911**
17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• France — **0820 31 32 33**
Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Deutschland — **01805 766 977**
0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Ελλάδα — **00321 0678 2000**
Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

• Ireland — **0818 365065**
All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Israel — **09 971170**
Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Italia — **848 82 83 84**
Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• Malta — **21 344700**
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Nederland — **0495 574 817**
Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• New Zealand — **09 415 2447**
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Norge — **820 75 050**
Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• Portugal — **707 23 23 10**
Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

• España — **902 102 102**
Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• Sverige — **08 587 822 40**
Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• Suisse/Schweiz/Svizzera — **0848 84 00 85**
Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• UK — **08705 99 88 77**
National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

Please call these Customer Service Numbers only for hardware support of PlayStation products.
Details of call costs apply only to Games Hotline Numbers.

quantic dream

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